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CODE:

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The MOST SUITABLE Data Structure for this task is Circular Queue.
Justification:
1. Because they need to be cycled repeatedly in the same order, just like a
circle with 4 points.
2.No of elements to be cycled is fixed.
3.Other Data Structures such as a simple array or linked list are not
efficient for this task, as there is no inbuilt concept of circularity in
arrays, and linked list has variable size, which isn't required here.
#include <stdio.h>
#include <stdlib.h>
#define size 4 // number of directions
struct circularQueue{
   char* arr[size];
   int front, rear;
};
void initQueue(struct circularQueue* q) {
   q->front = -1;
    q \rightarrow rear = -1;
void enqueue(struct circularQueue* q, char* direction) {
    if ((q\rightarrow rear + 1) % size == q\rightarrow front) {
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printf("Queue is Full! Cannot add %s\n", direction);
   if (q->front == -1) {
       q->front = q->rear = 0;
       q->rear = (q->rear + 1) % size;
   q->arr[q->rear] = direction;
char* dequeue(struct circularQueue* q) {
   if (q->front == -1) {
       printf("Queue is Empty!\n");
   char* item = q->arr[q->front];
   if (q->front == q->rear) {
       q->front = q->rear = -1; // reset when last element removed
       q->front = (q->front + 1) % size;
   return item;
void runTrafficController(struct circularQueue* q, int cycles) {
   for (int i = 0; i < cycles; i++) {
       char* dir = dequeue(q);
       if (dir) {
           printf("Green Light: %s\n", dir);
           enqueue(q, dir); // put it back for circular effect
int main() {
   struct circularQueue q;
   initQueue(&q);
```

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// Insert directions into queue
enqueue(&q, "North");
enqueue(&q, "East");
enqueue(&q, "South");
enqueue(&q, "West");

int n;
printf("Enter number of cycles to simulate: ");
scanf("%d", &n);

runTrafficController(&q, n);

return 0;
}
```